

# Kerbal Space Program - Bug #28392

## Jetpack / parachute duplication

08/04/2021 12:29 AM - StopIteration

<b>Status:</b>	New	<b>Start date:</b>	08/04/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	EVA		
<b>Target version:</b>			
<b>Version:</b>	1.12.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

To reproduce:

1. Launch a command pod
2. EVA a Kerbal
3. Open up the cargo tab and put the Kerbal's jetpack and parachute into the ship
4. Board the ship

The Kerbal will now have a new jetpack and parachute, but the one you put into the ship will still exist. This duplication only happens once per Kerbal. It is rather annoying in that it can fill up a ship's cargo with junk items.

### History

#### #1 - 08/24/2021 12:11 AM - wasml

For a workaround you can leave the scene and then return and the extra items will be gone.

#### #2 - 08/25/2021 03:48 AM - wasml

Observed on Windows 10 machine too, clean install no mods